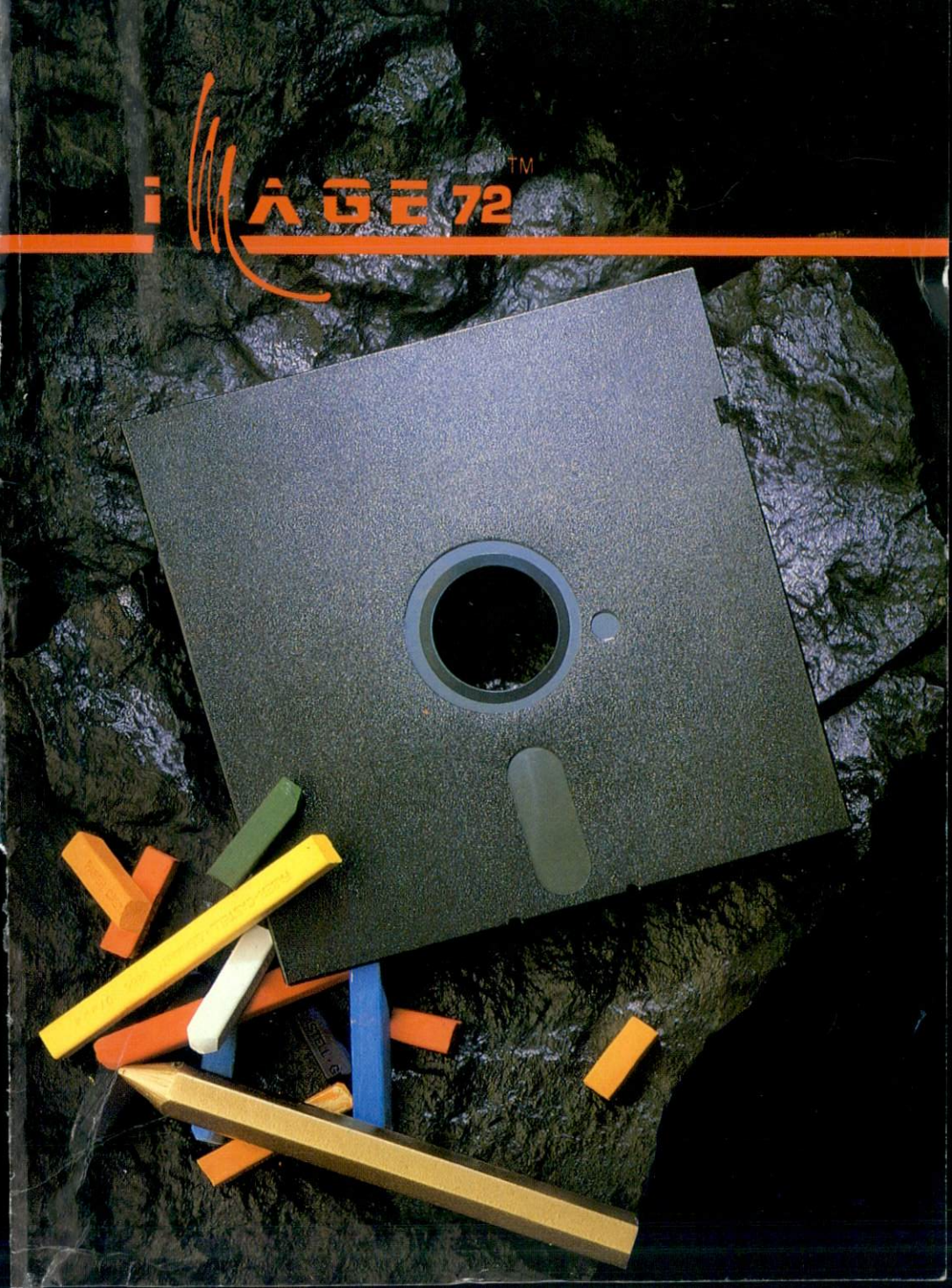
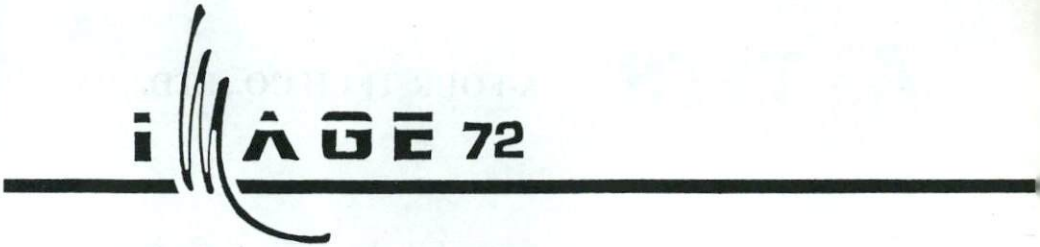
iMAGE 72™





User's Manual

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1. INTRODUCTION

IMAGE72 graphics software is designed especially for use with the A4SCAN hand-held scanner, but with its abundant editing tools and the useful utility "A4GRAB", it can also perform brilliantly with just a mouse.

With the a wide variety of file formats, you may convert the IMAGE72 files onto many kinds of software, such as Pagemaker, Paintbrush, Ventura Publishing,..... etc

Get acquainted with IMAGE72. It will become your favorite drawing instrument.

2.INSTALLING IMAGE72 SOFTWARE

This chapter guides you to back up your diskettes and start the IMAGE72.

2.1 BACKING UP YOUR DISKETTES

Before you begin, please make backup copies of your diskettes in case your original one is damaged or the files are accidentally erased.

If you don't have a hard disk system, you will need to format at least one diskette to store your images or text files.

Now, you need a blank formatted disks and a copy of DOS (Disk Operation System) to make the back-up copies.

1. Place write-protect tabs on the original diskettes.

2. At the DOS prompt, insert the original IMAGE72 Disk #1 in Drive A.

3. *If you are using a one-drive system, please type:

```
DISKCOPY A: A: <Enter>
The screen will show:
        Insert SOURCE diskette in drive A
        Insert TARGET diskette in drive A

        Press any key when ready .....
```

*If you are using a dual-drive system, please type:

```
DISKCOPY A: B: <Enter>
The screen will show:
        Insert SOURCE diskette in drive A
        Insert TARGET diskette in drive B

        Press any key when ready .....
```

¤ **NOTE**

"SOURCE"	indicates the original IMAGE72 diskette.
"TARGET"	indicates the blank formatted diskette.

4. Repeat steps 2-3 to copy the other disks of IMAGE72.

2.2 STEM SETUP FOR FLOPPY DISK SYSTEM USERS

1. At the DOS prompt, load your mouse driver into memory:

```
A:>mouse <Enter>
<Use the name of your mouse driver.)
```

2.At the DOS prompt, insert your IMAGE72 diskette into drive A and type one of the following main programs according to your adapter:

```
A:>MONO <Enter>  ( for Hercules mode)
A:>EGA <Enter>   (for EGA mono or VGA mono mode)
A:>PMTC <Enter>  (for EGA color mode)
A:>PMTV <Enter>  (for VGA color mode)
```

The main menu of IMAGE72 will soon be displayed.

2.3 SYSTEM SETUP FOR HARD DISK SYSTEM USERS

If you have a hard disk system, you must create a sub-irectory for the IMAGE72. The best way is to put your sub-directory name in your PATH statement.

1.At the DOS prompt, type the following:

```
C>prompt $p$g <Enter>
Now the prompt should be C:\>)
```

2.Insert the IMAGE72 Disk #1 in drive A or B. (For now, we will assume that your diskette is inserted in drive A.)

3.At the DOS prompt and in the root directory type:

```
C:\>md image72 <Enter>
(or type your  own directory name)
```

```
C:\>cd image72 <Enter>
C:\IMAGE72>copy a:*.* <Enter>
```

4.Insert the other disks in drive A or B and repeat the following process to copy the other IMAGE72 disks:

```
C:\IMAGE72>copy a:*.* <Enter>
```

5.At the DOS prompt, load your mouse driver into memory:

```
C:\IMAGE72>mouse <Enter>
(Use your mouse driver's name)
```

6.Enter the IMAGE72 main program.

C:\IMAGE72>MONO <Enter> (for Hercules mode)
C:\IMAGE72>EGA <Enter> (for EGA mono or VGA mono mode)
C:\IMAGE72>PMTC <Enter> (for EGA color mode)
C:\IMAGE72>PMTV <Enter> (for VGA color mode)

The main menu of IMAGE72 will soon be displayed as follows :

2.4 IMAGE72 SOFTWARE FEATURES

* Convertible between 9 image formats.
* Color and mono displays, dot-matrix & Laser printer capabilities.
* Reads any ASCII text file.
* Merging two or more 5mm-105mm images as wide as an A4 size in the color mode and wider than an A4 size in the mono mode. Computer language interface supported.
* A4GRAB.COM utility included.
* Super large editing screen: 840x888 pixels for EGA color & VGA versions, and 1728x1300 pixels for EGA mono & Hercules versions.

* Many editing functions included: PENCIL, LINES, CIRCLE, RECTANGLE, ERASER, AIRSPRAY, AREA FILL, SCISSORS, PASTE, TEXT, FATBIT EDIT, PRINTER, PREVIEW, HATCH STYLE & PALETTE, A4SCAN, TEXT FONT SIZE, LINE WIDTH, ETC.

IMAGE72 graphics software is written 100% in Assembly language. It can manage the images quickly and efficiently.

3. IMAGE72 POINTING DEVICE (MOUSE)

The standard pointing device for IMAGE72 is a mouse. The Mouse is the fastest pointing device for drawing and editing images, and selecting icons to operate the main func-tions. Once an image has been stored into the buffer, the mouse can be used to modify the image size when pasting it on the image board.

As to the installation of the mouse, please refer to the USER'S MANUAL of your mouse if necessary.

3.1 THE LEFT MOUSE BUTTON (L/B) FUNCTIONS

1. ON THE ICON AREA/POP-UP MENU: The left button is used to select a function. For example, if you move the cursor to the "PENCIL" icon and press the left button, you will get the function for drawing freehand lines, and the selected icon/pop-up menu will be highlighted.

2. ON THE IMAGE BOARD: If you move the cursor to the image board and hold down the left button while moving the mouse, you will execute the selected function.

3.2 THE RIGHT MOUSE BUTTON (R/B) FUNCTIONS

1. ON THE ICON AREA/POP-UP MENU: When you select an icon with sub-functions by pressing the right button, a pop-up menu will show on the screen. Use the right button to abort the pop-up menu or the left button to select the sub-functions.

¤ **NOTE**

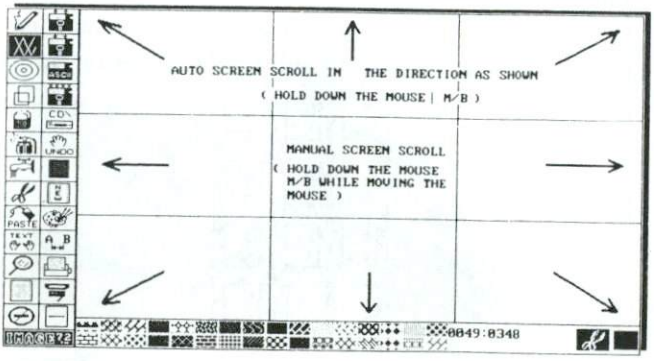
The "RECTANGLE", "ERASER" and the "HATCH STYLE/PALETTE (in the color mode)" icons have different functions when selected by the left or right button (see Chapter 5.5, 5.6, 5.23).

2 .ON THE IMAGE BOARD: The right button is used to adjust the size of the "rubberband". For example, if you use the left button to choose the "RECTANGLE" icon and then move the cursor to the image board while holding the right button down and moving the mouse, you will be able to adjust the size of the rectangle.

3.3 THE MIDDLE MOUSE BUTTON (M/B) FUNCTIONS

1. IN THE ICON AREA/POP-UP MENU: It is unnecessary to use the middle button here.

2. ON THE IMAGE BOARD(AUTO SCROLL):
The size of the IMAGE72 image board is larger than the screen size.The M/B or < SCROLL LOCK > gives you the auto-scroll function. If you press the middle button and move mouse on the image board, you will see a scrolling screen that moves in the direction of the ARROW as shown below.


AUTO SCREEN SCROLL IN THE DIRECTION AS SHOWN
(HOLD DOWN THE MOUSE | M/B)
MANUAL SCREEN SCROLL
(HOLD DOWN THE MOUSE M/B WHILE MOVING THE MOUSE)
0849:0348

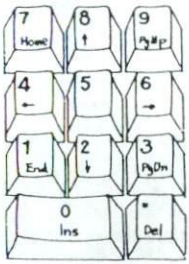
3.4 USING THE KEYBOARD CURSOR KEYS FOR MORE PRECISE MOVEMENTS

1. The function of the "**Ins**" key is the same as that of the left mouse button.

2. The "**Scroll Lock**" key is used to scroll the screen when using a two-button (Microsoft) mouse. Pressing the key a second time will release the mouse from the scrolling function. On a three- button mouse, the scroll function is entered by pressing the middle button.

3. The function of the "**Del**" key is the same as that of the right mouse button.

4. The function of the "**Numeric Keypad**": The keypad supports the movement of eight directions - up, down, left, right (with the arrow keys), and four diagonals. This function allows you to move the cursor slowly and precisely. It is very useful when merging two images in A4SCAN scanning operations.



¤ **NOTE**

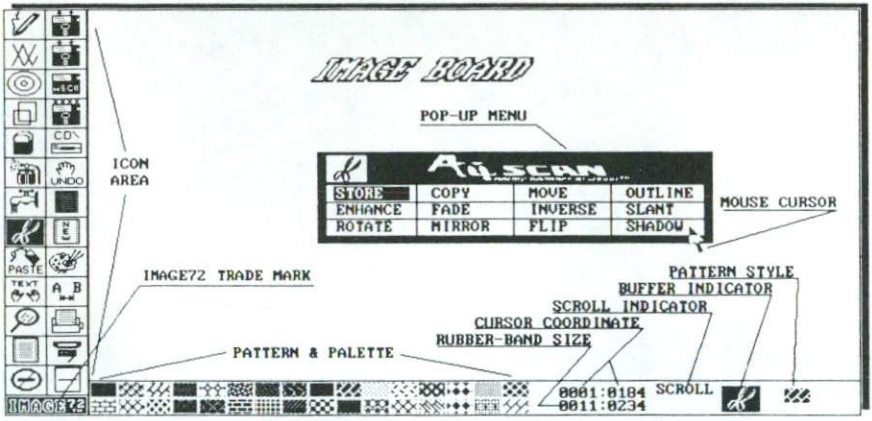
In the IMAGE72 user's manual: "L/B" means the left mouse button "R/B" means the right mouse button "M/B" means the middle mouse button.

4.IMAGE72 QUICK REFERENCE

4.1 IMAGE72 SCREEN

The full edit screen of IMAGE72 in the EGA color and VGA modes is 840x888 pixels. In the EGA mono and Hercules modes it is 1728x1300 pixels.

The following is IMAGE72's screen:



The IMAGE72 initial panel displays the following features:

ICON AREA: The Icon area, at the left side of the screen, contains the icons that you can select to run the main functions.

IMAGE BOARD: The working area where the images and pop-up menus are displayed.

POP-UP MENU: If you select the icon with the right mouse button, a pop-up menu will appear in the middle of the screen and the possible selection on the pop-up menu will be highlighted.

PATTERN & PALETTE: In the mono mode, this icon displays 32 kinds of hatch patterns which can be edited and changed with the "HATCH STYLE & PALETTE" icon. In the color mode, it shows 16 colors and 16 kinds of hatch patterns which you can also change with the above icon.

COORDINATE: The upper coordinate numbers show the cursor's position on the screen and the lower coordinate numbers indicate the rubberband size.

PATTERN STYLE: Shows the current pattern style.

BUFFER INDICATOR: It shows the figure of scissors when you save images or files to the memory buffer.

SCROLL KEY INDICATOR: It shows up when you press the middle mouse button or press the "Scroll Lock" key to scroll the screen.

IMAGE72 TRADEMARK: "IMAGE72" is the trade mark of the Copyright owner. When you press the IMAGE72 area with the left mouse button, the icon area and patterns will disappear. Press it again and they will reappear.

4.2 IMAGE72 ICONS & THE RELATIVE POP-UP MENUS

1. **PENCIL** - draws freehand lines.

2. **LINES** - draws four kinds of lines select by R/B.

3. **CIRCLE** - draws circles.

4. **RECTANGLE** - draws rectangles with sharp corners when selected with the left mouse but-

ton or rounded corners when selected with the right mouse button.

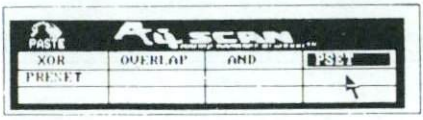
5. **ERASER** - erases selected image board area.

6. **AIRSPRAY** - sprays a group of dots on the screen.

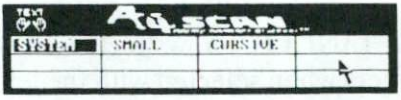
7. **AREA FILL** - fills the selected area with the designated color and pattern in the color mode or with the designated pattern in the mono mode.

8. **SCISSORS** - When this icon is selected with the right mouse button, the screen will display the following pop-up menu containing all of the functions.

9. **PASTE** - pastes the *.PUT, *.CUT, *.PCC files to the image board. It contains the following 5 paste modes:



10. **TEXT** - Inputs text to the image board. Select the icon with the right mouse button; the screen will pop up a menu containing the following 3 font types:



11. **FATBIT EDIT** - edits images pixel by pixel.

12. **PREVIEW/FULL PAGE EDIT** - previews the full image board. In the mono mode, it also has the function of "FULL PAGE EDIT".

13. **QUIT** - quits IMAGE72 and returns to DOS.

14. **RETRIEVE FILE** - retrieves the following files in the mono mode.

The following are the files which can be retrieved in the color mode.

15. **SAVE FILE** - can store images as the following file formats in the mono mode.

In the color mode, it can save images as the following file formats.

16. **READING TEXT FILE** - retrieves *.TXT files onto the image board.

17. **DELETE FILE** - deletes files of the following file formats in the mono mode.

In the color mode, it can delete files of the following file formats:

18. **CHANGE DIRECTORY** - Changes the default drive or sub-directory.

19. **UNDO** - aborts the last action on the screen.

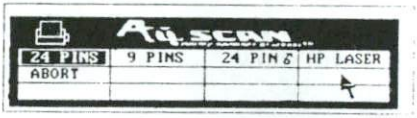
20. **REVERSE SCREEN** - reverses the image board to the opposite phase.

21. **CLEAR SCREEN** - clears and aborts the whole image board.

22. **HATCH STYLE/PALETTE** - In the mono mode, press the left or right mouse button to change the hatch style. In the color mode, press the left button to change the hatch patterns or the right button to change the colors (16/64).

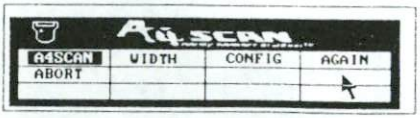
23. **TEXT FONT SIZE** - selects text zoom size.

24. **PRINTER** - selects printers and prints image. The mono mode supports the follow-ing printers:



The color mode supports the following printers:

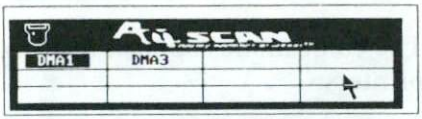
25. **A4SCAN** - scans and merges image onto the screen; changes scan width and configures A4SCAN interface card.

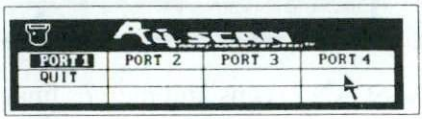


When you select the "A4 SCAN" menu, the screen will show the following ratios for you to choose from:

When you designate the "WIDTH" menu, a pop-up menu will be displayed for you to reset the scan width.

If you choose the "CONFIG" menu, the screen will show





26. LINE WIDTH - changes the line's width when you press the left mouse button.

5.THE GUIDED TOUR

This chapter provides a step-by-step tutorial to familiarize you with the IMAGE72 Graphic Software. When you finish this chapter, you will be able to produce images with the editing tools and will know the way to save and retrieve the created images. Let's begin!

5.1 STARTING IMAGE72

You should have learned how to set your system up in Chapter 4. Now we simply repeat the process of starting your IMAGE72.

5.1.1WITH A FLOPPY DISK SYSTEM

Besides your DOS diskette, you need:

-the IMAGE72 diskettes.

-At least one blank, formatted diskette to store your images or text files on.

1. At the DOS prompt, load your mouse driver into memory:

A: > mouse < Enter >
(Use the name of your mouse driver.)

2. At the DOS prompt, insert your IMAGE72 Disk #1 into drive A and type one of the following main programs according to your adapter:

A: > A: > MONO < Enter > (for Hercules mode)
A: > EGA < Enter > (for EGA mono or VGA mono mode)
A: > PMTC < Enter > (for EGA color mode)
A: > PMTV < Enter > (for VGA color mode)

The main menu of IMAGE72 will soon be displayed.

5.1.2 WITH A HARD DISK SYSTEM

After creating a sub-directory for the IMAGE72 when installing (see Chapter 2.3)

1. At the DOS prompt and in the root directory, change the directory to the sub-directory.

```
C:\>cd image72 <Enter>
(or type your own directory name)
```

2.At the DOS prompt, load your mouse driver into memory:

```
C:\IMAGE72>mouse <Enter>
(Use your mouse  driver's name.)
```

3.Type one of the IMAGE72 main programs according to your adapter:

```
C:\IMAGE72>MONO <Enter> (for Hercules mode)
C:\IMAGE72>EGA <Enter> (for EGA mono or VGA
mono mode)
C:\IMAGE72>PMTC <Enter> (for EGA color mode)
C:\IMAGE72>PMTV <Enter> (for VGA color mode)
```

The main menu of IMAGE72 will soon be displayed as following:

5.2 PENCIL

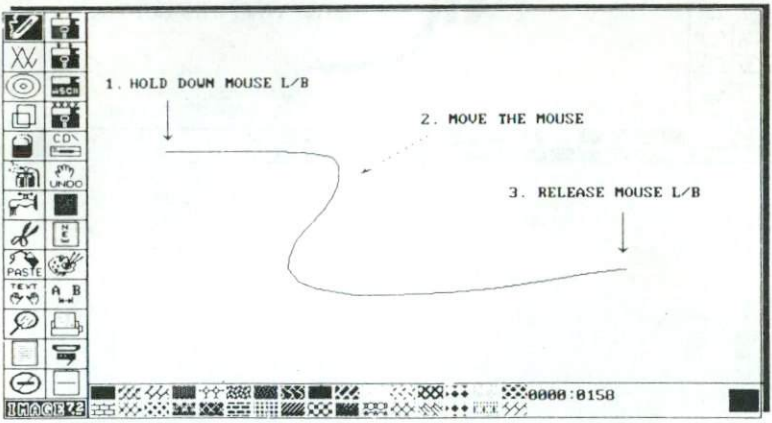
When you begin the IMAGE72, the screen will show a small cursor in the center of the screen and the "PENCIL" icon will be highlighted. That means you can get the function for drawing freehand lines by pressing the L/B (Left Mouse Button) or R/B (Right Button) while moving the mouse. The line width and color affect it.

¤ **NOTE**

If you move the mouse without pressing any button, the mouse can only move the cursor but can't execute the selected function until you press the button.

1. Move the cursor to the position where you intend to start drawing.

2. Press and hold down the L/B or R/B to draw while moving the mouse. Release the button to stop drawing.



5.3 LINES

This function allows you to draw four kinds of lines: SOLID, DOTTED, CENTER and DASHED. Select with R/B.

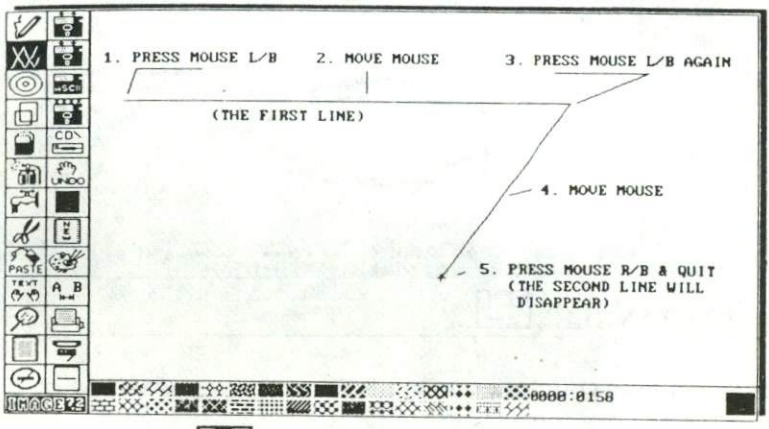
1. Move the cursor to the "LINES" Icon in the Icon Area. (See the following figure.) Then press the L/B (left mouse button) to access the function.

2. Move the cursor to the starting location you desire and press the L/B to define the first endpoint of a line.

3. As you move the mouse, you will see a rubberband line beginning at that end-point. When the line is at the desired length, press the L/B again to place the line on the image board.

4. If you intend to draw another line, the endpoint of the first line will become the first endpoint of the new line. Move the cursor to another point and press the L/B again to draw a second line.

5. End the drawing by pressing the R/B. The line will disappear.



5.4 CIRCLE

You may draw circles or hollow ovals with this function.

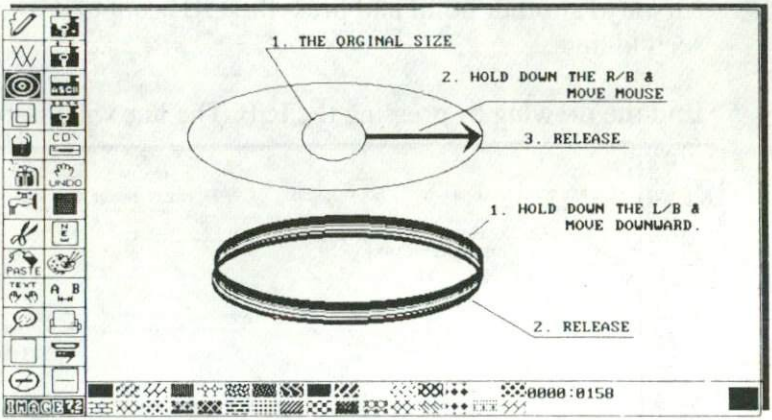
1. Select the "CIRCLE" icon with the L/B (Left Mouse Button).

2. Move the cursor to the image board, the cursor will appear as a circle.

3. To change the shape and size of the circle, press and hold down the R/B while moving the mouse.

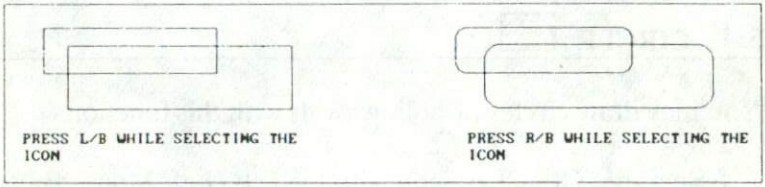
4. Move the circle to the desired position and press the L/B to place it on the screen.

5. You may choose the "AREA FILL" icon and the other color or pattern to fill the circle or oval by pressing the L/B (see Chapter 5.8).



5.5 RECTANGLE

This icon allows you draw two kinds of rectangles as following:



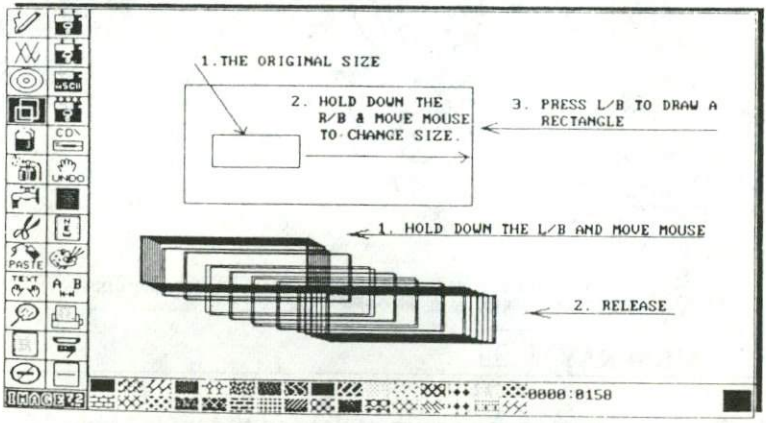
1. Select the icon with the L/B (Left Mouse Button) to access rectangles with sharp corners or the R/B to create rectangles with round corners.

2. Move the cursor to the image board; it will appear as a rectangle.

3. To change the size of the rectangle, press and hold down the R/B and extend the rectangle to the desired size by moving the mouse.

4. Press L/B to place the rectangle on the screen.

5. Fill the empty rectangle by selecting the "AREA FILL" Icon. (See Chapter 5.8).


1.THE ORIGINAL SIZE
2. HOLD DOWN THE R/B & MOVE MOUSE TO CHANGE SIZE.
3. PRESS L/B TO DRAW A RECTANGLE
1. HOLD DOWN THE L/B AND MOVE MOUSE
2. RELEASE
8888:8158

5.6 ERASER

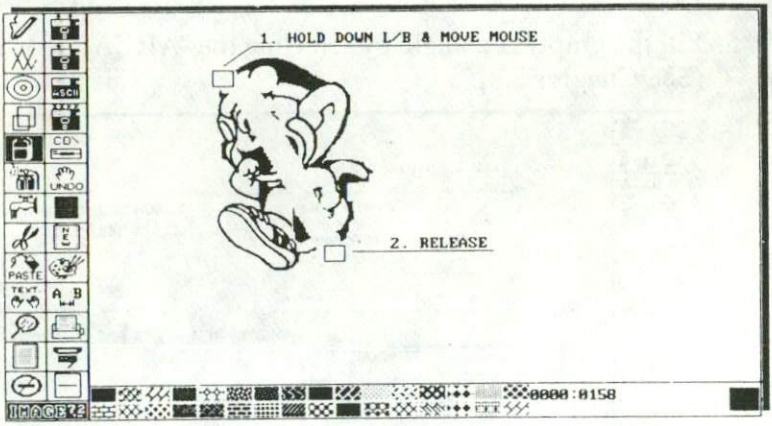
The "ERASER" Icon can erase unnecessary images.

1. Designate the Icon with the L/B (Left Mouse Button) to erase a selected area with black color or the R/B to erase the area with the color you have chosen (In the mono mode, you can only erase it with the white color.)

2. Move the cursor to the desired position on the image board; the cursor will appear as a rubberband.

3. Press and hold down the R/B to change the rubberband size by moving the mouse. The eraser is exactly the size of the rubberband.

4. Press the L/B to erase the chosen area.



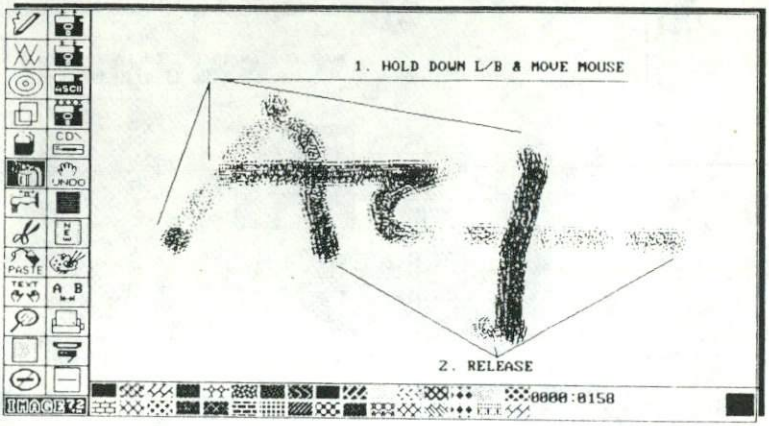
5.7 AIRSPRAY

Airspray lets you spray a group of dots on the image board.

1. Choose the Icon with the L/B (Left Mouse Button).

2. *If you are using the mono mode, press and hold down the L/B to spray white dots on the screen while moving the mouse.

   *If you are using the color mode, move the cursor to the color palette to select the desired color with the L/B for the "AIRSPRAY" (see Chapter 5.7). Then move your mouse to the image board to start to spray.



5.8 AREA FILL

The "AREA FILL" allows you to fill any closed area with a selected color or hatch pattern.

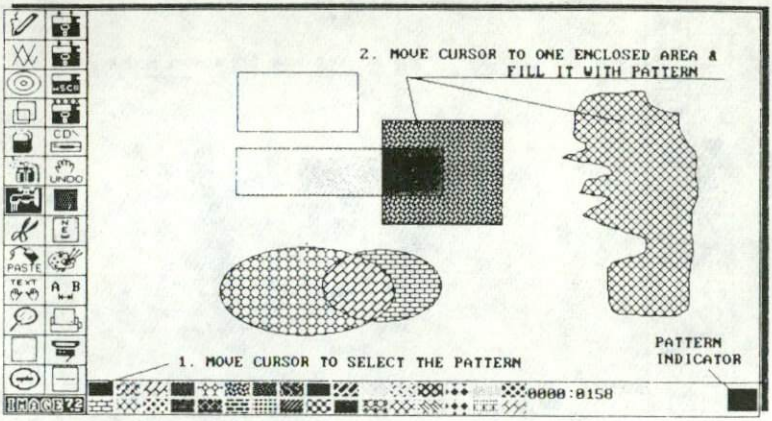
1. Select the Icon with the L/B (Left Mouse Button).

2. Move the cursor to the PATTERN & PALETTE area to choose the hatch pattern for the mono mode, and the color and hatch pattern for the color mode.

3. Move the cursor to the desired area and press the L/B to fill the area with the selected color or hatch pattern.

¤ **NOTE**

It's important that the area to be filled has borders without gaps. You may use the "FATBIT EDIT" to check it before filling (see Chapter 5.12). Otherwise, the filled pattern will "spill" out of the figure (you may use the "UNDO" icon to let the screen return to the condition before selecting the "AREA FILL" icon.)



5.9 SCISSORS

The "SCISSORS" icon includes many edit tools which are very useful. This icon allows you to cut-and-store or do other sub-functions in the pop-up menu.

Select this icon with the R/B (Right Mouse Button) to access the pop-up menu or with the L/B to access the default sub-function of the following pop-up menu.

5.9.1. STORE FUNCTION

This function allows you to cut an image smaller than the image board and store it into the buffer.

1) Select the "STORE" menu with the L/B (Left Mouse Button).

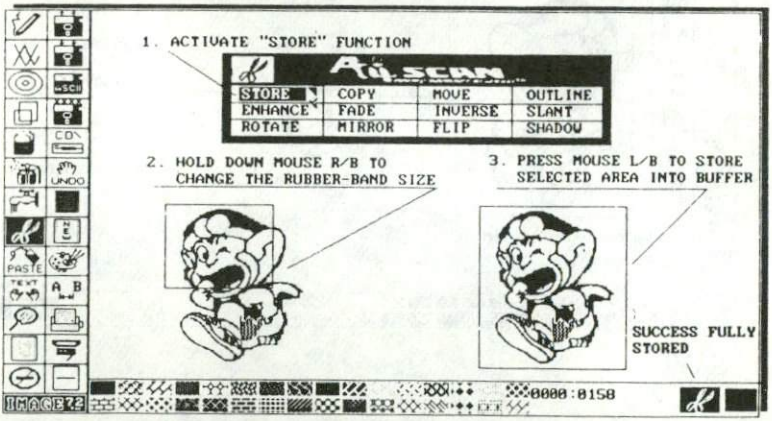
2) Move the cursor to the image board and the cursor will appear as a rubberband.

3) Move the rubberband to the desired area and expand or contract the rubberband if necessary.

4) Press the L/B to cut and store the selected image into the buffer. You will hear a "beeping" sound and the buffer indicator will appear as a pair of scissors to indicate that you have successfully stored it into the memory buffer.

¤ **NOTE**

This function only stores images smaller than the image board.If you hear a higher "beeping" sound and the buffer indicator shows nothing, that means it's better for you to store it with the "SCISSORS"in the "FULL PAGE EDIT"while using the mono mode of the "SAVE FILE" icon. Or save it with the *.MSP,*.PCX.*.TIF,*.IMG,*.PMT file formats of the "SAVE FILE" icon in the mono mode. *.PCX *.PMT in the color mode.



Now you may select and follow the methods below to operate the stored image.

A. PASTE:

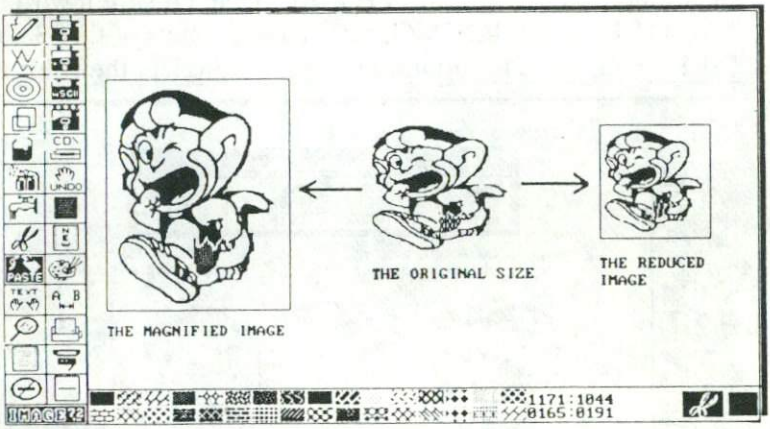
1) Move the cursor to the "PASTE" icon and press the R/B to select the best way to paste the image. The cursor will appear on the screen as a rubberband.

2) Press and hold down the R/B to expand or contract the rubberband to magnify or reduce the stored image to the desired size.

3) Place it on the screen by pressing the L/B. (See Chapter 5.10.)

¤ **NOTE**

An image being stored and pasted won't remain in the buffer memory permanent ly. It will be replaced if you store another image into the buffer.



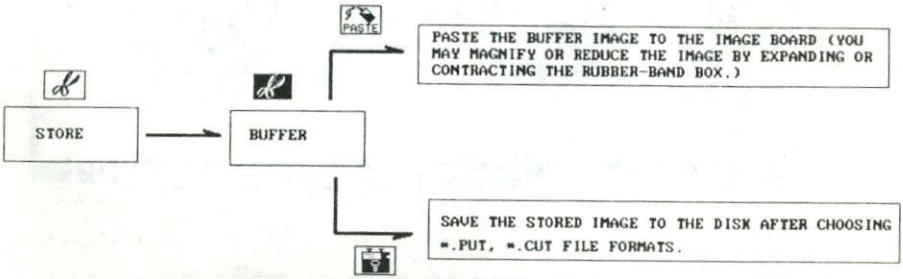
B. SAVE:

1) Move the cursor to the "SAVE FILE" icon and press the L/B or R/B to access the pop-up menu listing the file formats.

2) If you are using the mono mode, IMAGE72 allows you to save the stored image to the *.PUT, *.CUT file formats by selecting the desired format with the L/B.

   If you are using the color mode, you may save the stored image to the *.PUT, *.CUT file formats

Please refer to the following sketches:


PASTE
PASTE THE BUFFER IMAGE TO THE IMAGE BOARD (YOU MAY MAGNIFY OR REDUCE THE IMAGE BY EXPANDING OR CONTRACTING THE RUBBER-BAND BOX.)
STORE
BUFFER
SAVE THE STORED IMAGE TO THE DISK AFTER CHOOSING *.PUT, *.CUT FILE FORMATS.

5.9.2 COPY FUNCTION

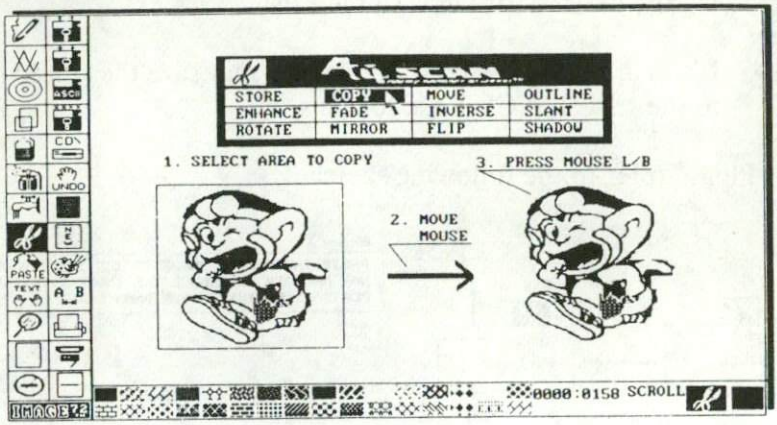
You may use this function to "copy" the selected area.

1) Designate the "COPY" menu with the L/B (Left Mouse Button). The cursor will become a rubberband.

2) Move the rubberband to the desired area and expand or contract the rubberband by pressing the R/B while moving the mouse.

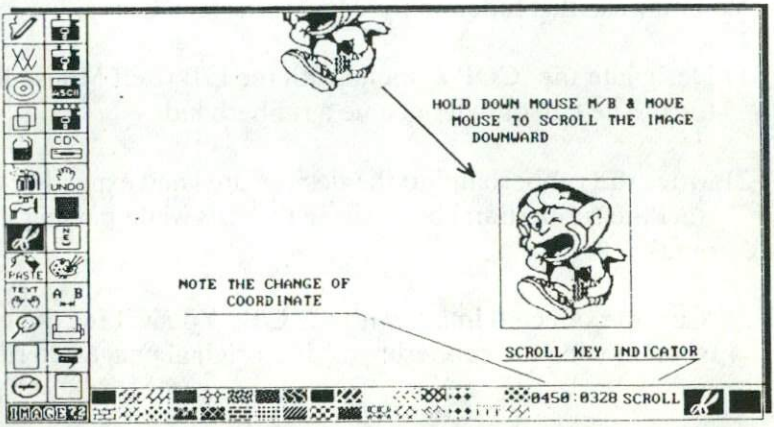
3) "Cut" the selected image with the L/B. You will see the copy when moving the rubberband. The original image will remain

4) Move the copy to the desired location and press the L/B to "paste" it on the screen.



¤ **NOTE**

You may scroll the screen by pressing the M/B (Middle Button) while moving the mouse and "paste" the copy to any area.


HOLD DOWN MOUSE M/B & MOVE MOUSE TO SCROLL THE IMAGE DOWNWARD
NOTE THE CHANGE OF COORDINATE
SCROLL KEY INDICATOR
0458:0328 SCROLL

5.9.3MOVE FUNCTION

This function will assist you in cutting and moving a selected image to another position on the screen.

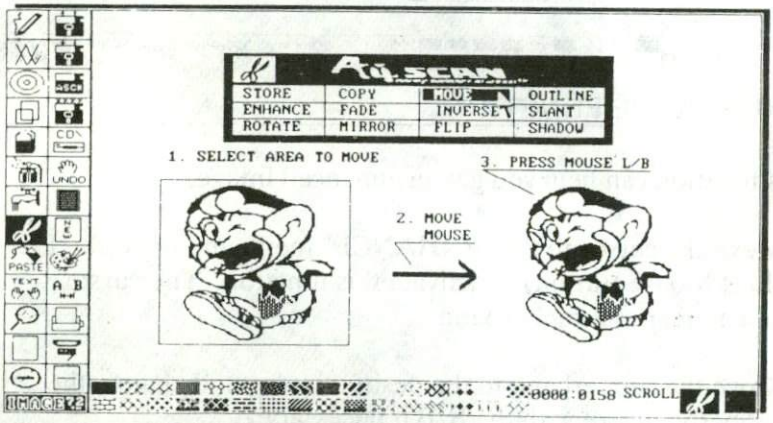
1) Choose the "MOVE" function with the L/B (Left Mouse Button) and the cursor will be displayed as a rubberband.

2) Move the rubberband to the desired image and expand or contract the rubberband with the R/B.

3) Press the L/B to cut and move the selected image. The original area will be erased.

4) Move the cursor to the desired new location and scroll the screen with the M/B if necessary.

5) Press the L/B to paste it on the screen.



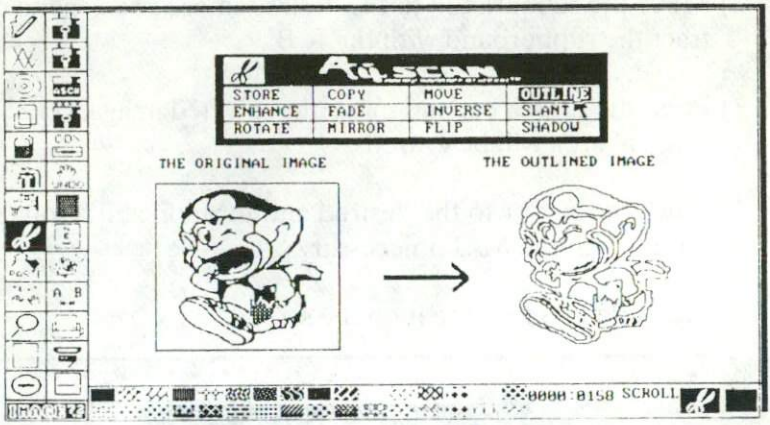
5.9.4OUTLINE FUNCTION

You may change a selected image into an outlined image with this function.

1) Activate this function with the L/B (Left Mouse Button). The cursor will appear as a rubberband.

2) Move the rubberband to the desired area and, if necessary, change the rubberband size by pressing the R/B.

3) Press the L/B to get an outlined image to replace the original one.



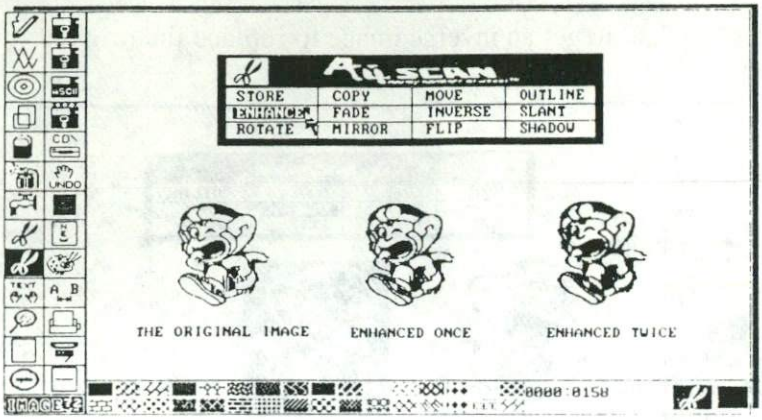
5.9.5 ENHANCE FUNCTION

This function can help you get an enhanced image.

1) Move the cursor to the "ENHANCE" menu and press the L/B (Left Mouse Button) to activate this function. The cursor will appear as a rubberband.

2) Move the rubberband to the desired image and change the rubberband size with the R/B if necessary.

3) Press the L/B to get an enhanced image to replace the original one.



5.9.6 FADE FUNCTION

You may fade a selected image be with this function.

1) Designate the "FADE" function with the L/B (Left Mouse Button). The cursor will appear as a rubberband.

2) Move the rubberband to the desired area and expand or contract the rubberband with the R/B if necessary.

3) Press the L/B to get a faded image to replace the original one.

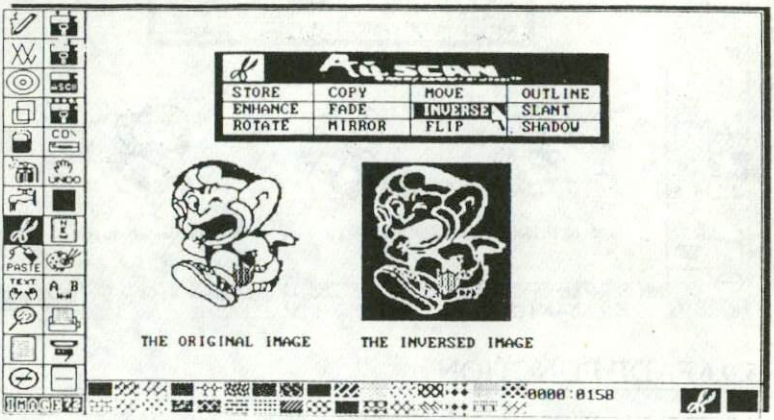
5.9.7 INVERSE FUNCTION

This is a function which can assist you to get an inverse image.

1) Activate the "INVERSE" function with the L/B (Left Mouse Button). The cursor will also appear as a rubberband.

2) Move the rubberband to the selected area and expand or contract the rubberband with the R/B if necessary.

3) Press the L/B to get an inverse image to replace the original one.



5.9.8 SLANT FUNCTION

This function allows you to slant the selected image on the image board.

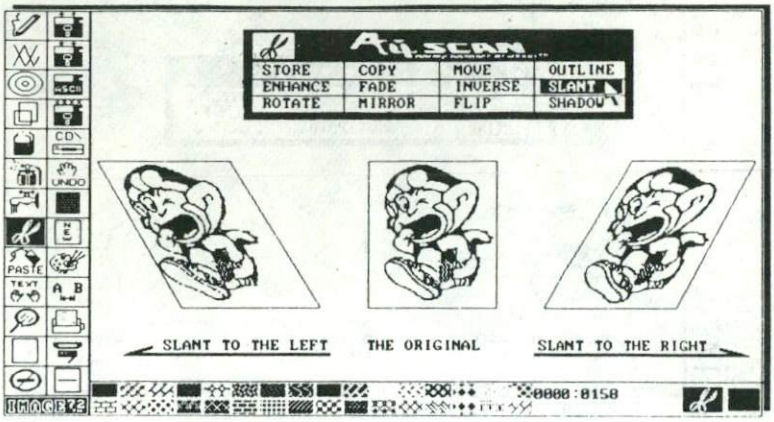
1) Choose the "SLANT" function with the L/B (Left Mouse Button). The cursor will show as a rubberband.

2) Move the rubberband to the selected area. Change the rubberband size with the R/B according to the situation.

3) Press the L/B to "cut" the desired area you want to slant.

4) Move the mouse to the left or right to get the desired degree of slant.

5) Press the L/B to get a slanted image to replace the original one.



5.9.9 ROTATE FUNCTION

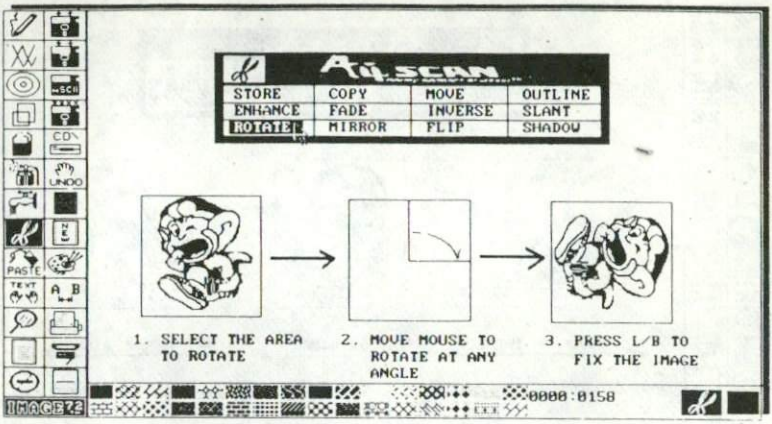
If you want to rotate an image on the image board, you can use the "ROTATE" function.

1) Activate this function with the L/B (Left Mouse Button). The cursor will appear as a rubberband.

2) Move the rubberband to the desired area and expand or contract the rubberband if necessary.

3) Press the L/B to "cut" the area you want. Then turn the mouse to get the desired degree of rotation.

4) Press the L/B to get a rotated image to replace the original one.



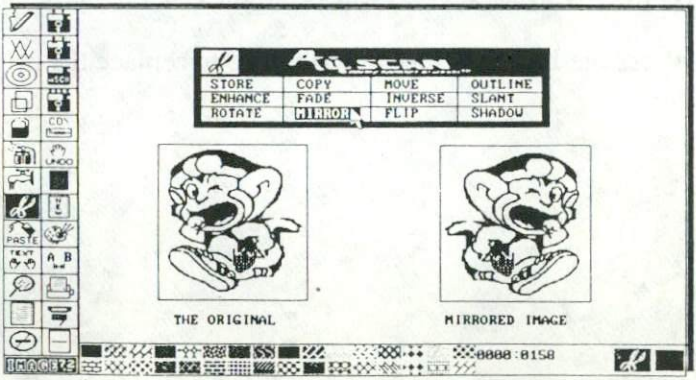
5.9.10 MIRROR FUNCTION

This function will let you change the selected image and get a mirrored image.

1) Move the cursor to the "MIRROR" menu and press the L/B (Left Mouse Button) to access this function. The cursor will show as a rubberband.

2) Move the rubberband to the desired area and expand or contract the rubberband with the R/B if necessary.

3) Press the L/B to get a mirrored image as following:



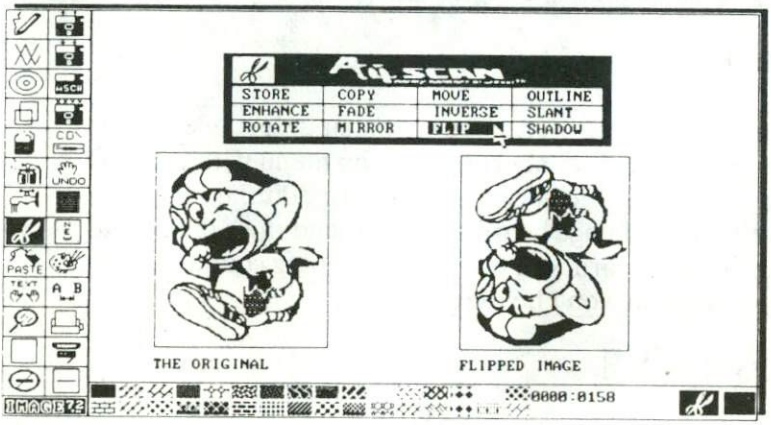
5.9 11 FLIP FUNCTION

This function allows you to flip a selected image upside-down.

1) Choose the "FLIP" menu with the L/B (Left Mouse Button). The cursor will appear as a rubberband.

2)Move the rubberband to the desired area and expand or contract the rubberband by pressing the R/B if necessary.

3)Press the L/B to get a flipped image as following:



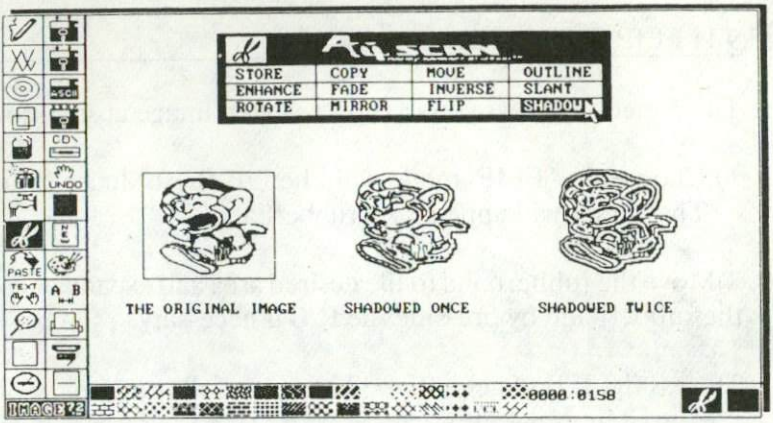
5.9.12 SHADOW FUNCTION

You may shadow a selected area with this function.

1) Activate the "SHADOW" function with the L/B (Left Mouse Button). The cursor will show as a rubberband.

2) Move the rubberband to the desired image and expand or contract the rubberband by pressing the R/B.

3) Press the L/B to get a shadowed image as following:



¤ **NOTE**

1.After you have accessed a pop-up menu, select one of the menus with the L/B or abort the pop-up menu with the R/B.
2. The "SCISSORS" icon can only store or edit the images smaller than the image board. If you expand the rubberband over the image board, you will hear a beeping sound and the selected function won't be executed.

5.10 PASTE

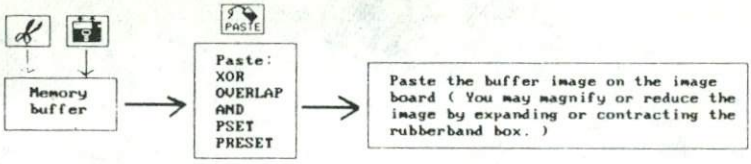
The "PASTE" icon allows you to paste your image in five modes: "XOR", "OVERLAP", "AND", "PSET" and "PRESET".

Pasted images come from the memory buffer. They can be stored into the buffer by two methods:

1. Retrieve the saved file from the "RETRIEVE FILE" icon. The "PASTE" icon can paste the images of the following file formats: *.PUT, *.CUT file formats in the mono or the color modes. (See Chapter 5.15.)

2. Store the image on the screen into the buffer with the "STORE" function of the "SCISSORS" icon. (See Chapter 5.9.1 "STORE" function.)

Please refer to the following sketches:



NOTE

The "PASTE" icon has a special feature. When an image has been put in the memory buffer by the above two methods, it remains there. You can paste, erase and repaste the same image until you store another image into the memory buffer. You may 1) activate the "PASTE" icon with the R/B (Right Mouse Button) to access the following pop-up menu and designate one of the modes with the L/B, or 2) choose the icon with the L/B to operate the default or the prior selected mode.

From the above pop-up menu, you may find that the default mode is "PSET". Therefore, we will introduce this mode first.

1. PSET mode: In the "PSET" mode, you can paste an image in an area and cover an image that already exists in the area.

"PSET" PASTE

2. XOR mode: This mode pastes an image in a transparency that can be placed over an existing image. Although superimposed by another image, the original image will remain visible. The colors in the superimposed area will be a mixture of those in the original image and those in the new one. For example, black and white pixels pasted in your original image will be done as follows:

   1-1 = 0, 0-0 = 0, 1-0 = 1, 0-1 = 1

¤ **NOTE**

"1" is a white pixel, "0" is a black pixel.

"XOR" PASTE

3. OVERLAP: This mode creates new images in the "overlap" function. This means that a new image itself, but not the background, is placed in the new area. This mode is useful when you want to cut-and-paste an image from the plain black background to a colored area or to the image board. For example, black and white pixels pasted in your original image will be done as follows:

   $1+1=1, 0+0=0, 1+0=1, 0+1=1$

"OVERLAP" PASTE

4. AND: This mode creates a positive reproduction of the new image by replacing pixels in the new image area with pixels from the first image area. For example, black and white pixels pasted in your original image will be done as follows:

   $1*1=1, 0*0=0, 1*0=0, 0*1=0$

"AND" PASTE

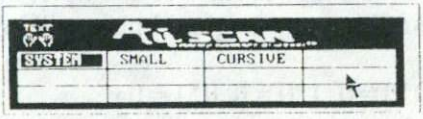
5. PRESET: This mode creates a negative reproduction of your image, which is similar to a photographic negative. Just put it into the desired area and it will cover the original image.

"PRESET" PASTE

5.11 TEXT

This icon allows you to insert text in your image.

1. Activate the "TEXT" icon with the R/B (Right Mouse Button) to access the following pop-up menu with 3 fonts for your selection or select this icon with the L/B to access the default or the prior selected font.

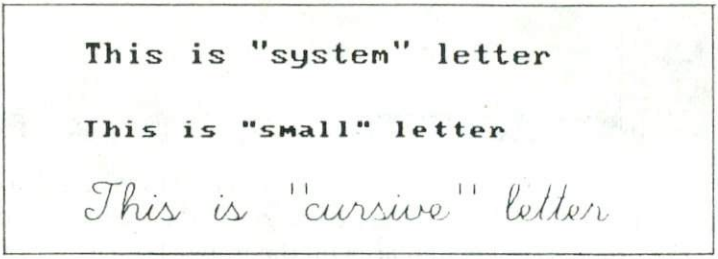


2. Move the cursor to the desired font and press the L/B to activate this function. The cursor will appear as a small rectangle the same size as the font size. You may adjust the text size and space with the "TEXT FONT SIZE" icon (see Chapter 5.24).

3. Move the rectangle to the desired posi-tion and type any text you wish with the keyboard. You may use the "Space Bar" and the "Arrow eys" to move the rectangle and hit the

"Enter" key to change its line on the image board. Text color is affected by the current color.

4. To correct the text that you have typed, use the "Backspace" key to move the cursor to the wrong character and type in the right one to replace it.



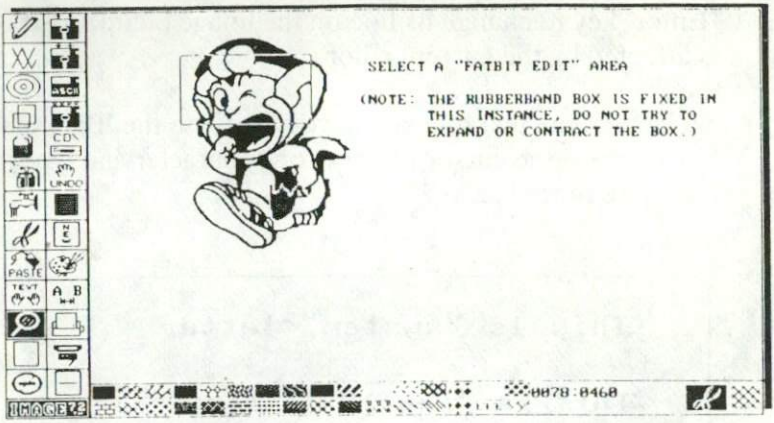
5.12 FATBIT EDIT

This icon allows you edit a selected area pixel by pixel.

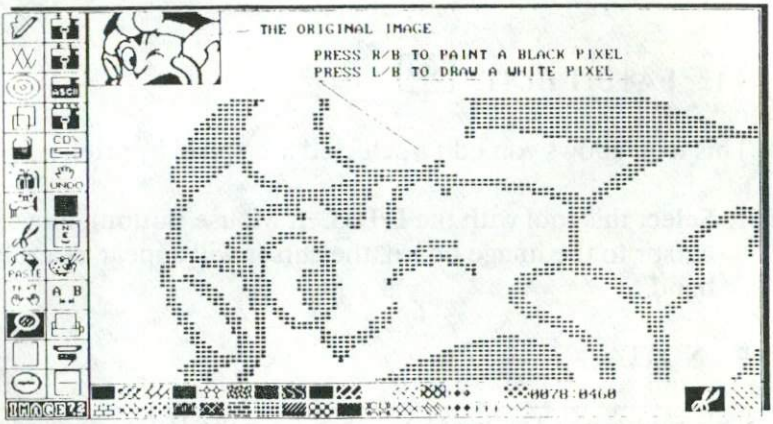
1. Select this tool with the L/B (Left Mouse Button). move the cursor to the image board, the cursor will appear as a rubber-band.

¤ **NOTE**

This rubberband is fixed. You can't use the R/B to expand or contract the rubberband.


SELECT A "FATBIT EDIT" AREA
(NOTE: THE RUBBERBAND BOX IS FIXED IN
THIS INSTANCE, DO NOT TRY TO
EXPAND OR CONTRACT THE BOX.)
0078:0468

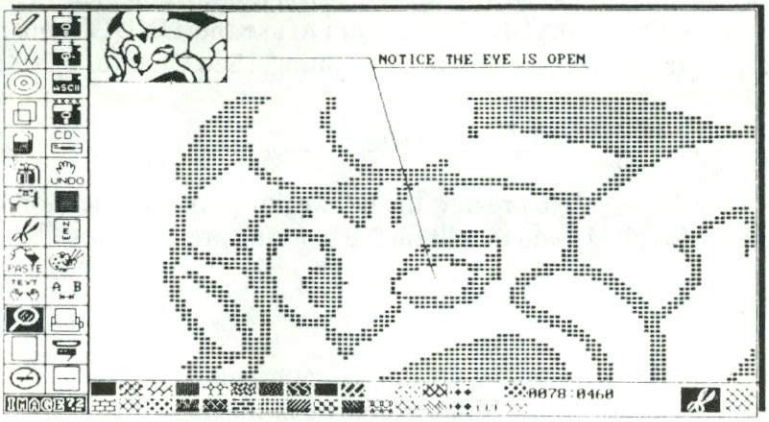
2. Move the rubberband to the desired area and press the L/B again. You will see the magnified image on the main screen and the original designated area on the upper left corner of the screen. The rubberband will become a cursor again.



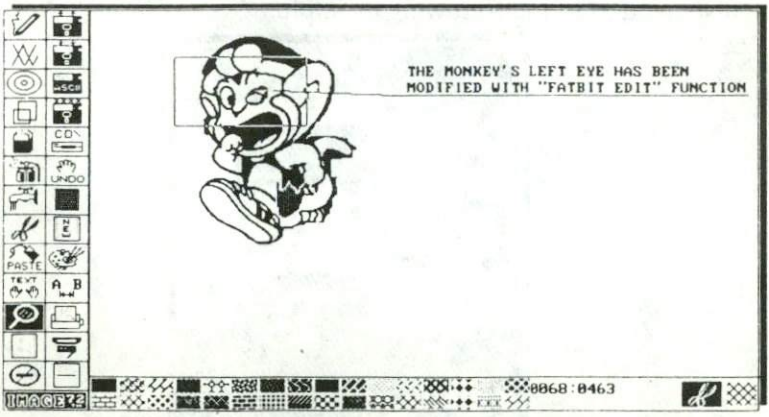
3. Move the cursor to the magnified image. Press the R/B (Right Mouse Button) to paint a black pixel or press the L/B to draw a white pixel in the mono mode or a color pixel in the color mode.

¤ NOTE

During editing, you can move the cursor to the color pattern to select the desired color if you are using the color mode.



4. If you want to quit editing, move the cursor to the original area on the upper left corner and press the L/B to return to the normal screen. You may see the image has been changed already.



5. Repeat Steps 2-4 to edit the other area if necessary.

¤ **NOTE**

After returning to the normal screen, if you are not satisfied with your editing IMAGE72 allows you to use the"UNDO"icon to restore the screen you had before editing. (See Chapter 5.20.).

5.13 PREVIEW/FULL PAGE EDIT

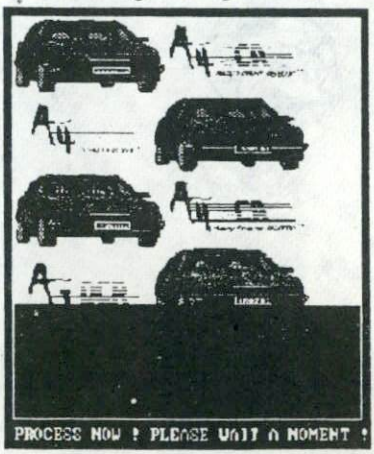
This icon allows you to preview the full working area. In the mono mode, it also allows you to edit on the working area.

¤ **NOTE**

The size of the full working area in the mono mode is nearly "4 * A4". Therefore, images will be reduced in this area.

WITH A COLOR MODE SYSTEM:

1. You may preview the full working area by selecting this icon with the L/B (Left Mouse Button). The full working area will be displayed as in the following example.

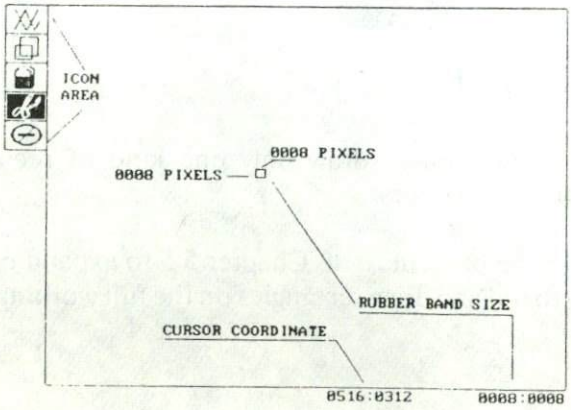


2. After displaying the images, the screen will appear as in the following example:

3. Press the L/B to quit the "PREVIEW" function and return to the Main Menu.

WITH A MONO MODE SYSTEM:

1. Select the "PREVIEW/FULL PAGE EDIT" icon with the L/B (Left Mouse Button), the screen will appear as in the following example.

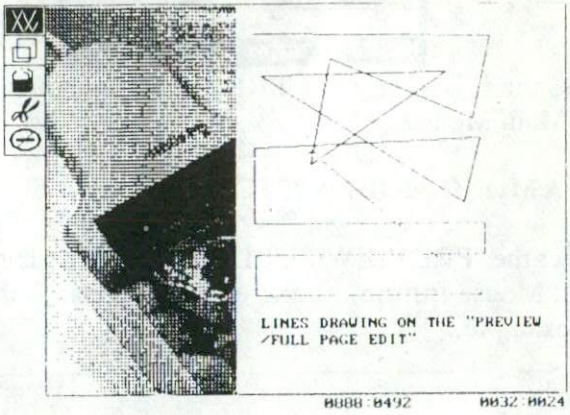


2. Besides the function of preview, this icon also provides some edit tools shown on the left corner of the screen, including "LINES", "RECTANGLE", "ERASER", "SCISSORS" and "QUIT". Select the desired icon with the L/B to access its function.

THE FULL SCREEN EDIT TOOLS:

A. LINES:

This function is the same as the "LINES" icon in the Main Menu. You can also draw straight lines or construct polygons on the full working area with the same procedure as in Chapter 5.3.



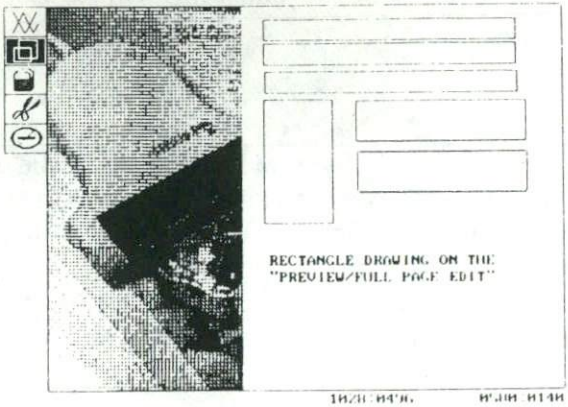
B. RECTANGLE:

This function allows you to draw only one kind of rectangle: rectangles with sharp corners.

You may follow the procedure of Chapter 5.5 to expand or contract the rubberband and draw rectangles on the full working area.

¤ **NOTE**

The "RECTANGLE" icon on the Main Menu can draw two kinds of rectangles but the "RECTANGLE" function here only can draw one kind of rectangle.



C. ERASER:

This function can also erase the selected image on the full working area. But in contrast to the "ERASER" icon on the Main Menu, it can only erase the image with black color.

You may follow the procedure of Chapter 5.6 to expand or contract the rubberband to adjust the size of the eraser.

D. SCISSORS:

Different from the "SCISSORS" icon on the Main Menu, this function only pro-vides 3 kinds of edit tools: Store, Copy and Move.

¤ **NOTE**

In our system, we provide 64K-Bytes of Buffer area. If the editing area you intend to store, copy or move is larger than 64 K-Bytes, the computer will beep three times to warn you that the area is too large to follow editing procedure. Please contract the rubberband size and press the L/B again. If you hear a beeping sound only once, that means you have done it successfully

D.1 "STORE" FUNCTION:

You can store an image larger than the screen but smaller or equal to 64K-Bytes with this function.

1. Choose the "QUIT" icon with the L/B (Left Mouse Button) to return to the Main Menu (see this Chapter Section E). Then move the cursor to the "SCISSORS" icon in the Main Menu and press the R/B to access the pop-up menu.

2. Select the "STORE" function with the L/B (see Chapter 5.9.1 Section "STORE FUNCTION").

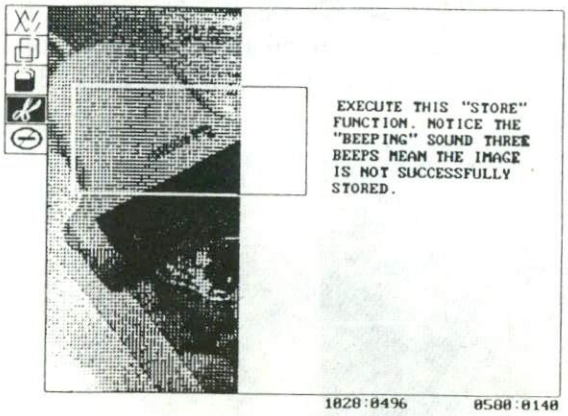
3. Return to the full working area by selecting the "PREVIEW/FULL PAGE EDIT" icon again.

4. Designate the "SCISSORS" icon with the L/B and move the cursor to the desired area on the full working area. The cursor will become a rubberband.

5. Expand or contract the rubberband with the R/B if necessary.

6. Press the L/B to cut and store the selected image.

7. Return to the Main Menu and select the "PASTE" icon (see Chapter 5.10) to paste the stored image on the screen or choose the "SAVE FILE" icon (see Chapter 5.16) to save the stored image to the *.PUT, *.CUT file format.


EXECUTE THIS "STORE" FUNCTION. NOTICE THE "BEEPING" SOUND THREE BEEPS MEAN THE IMAGE IS NOT SUCCESSFULLY STORED.
1828:8496
8588:8148

D.2 "COPY" FUNCTION:

This function allows you to copy an image larger than the screen but smaller or equal to 64K-Bytes.

1. Return to the Main Menu by selecting the "QUIT" icon with the L/B (Left Mouse Button). Then choose the "SCISSORS" icon with the R/B to access the pop-up menu.

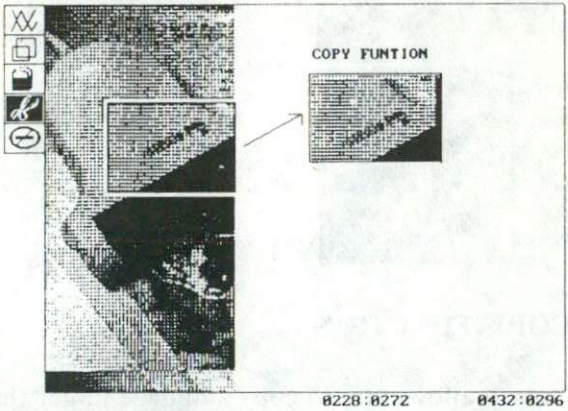
2. Select the "COPY" function with the L/B (see Chapter 5.9 Section 2 "COPY FUNCTION").

3. Return to the full working area by designating the "PREVIEW/FULL PAGE EDIT" icon again.

4. Move the cursor to the "SCISSORS" icon and press the L/B to access the "COPY" function. Move the cursor to the desired image on the full working area, the cursor will appear as a rubberband.

5. Expand or contract the rubberband with the R/B if necessary.

6. Press the L/B to "cut" the selected area, move the copy to the new location and paste it on the screen with the L/B.



D.3 "MOVE" FUNCTION

When you intend to move an image larger than the screen but smaller or equal to 64K-Bytes, this function is the best choice for you.

1.Select the "QUIT" icon to return to the Main Menu. Move the cursor to the "SCISSORS" icon on the Main Menu and hit the R/B (Right Mouse Button) to access the pop-up menu.

2. Press the L/B to activate the "MOVE" function (see Chapter 5.9 Section 3 "MOVE FUNCTION").

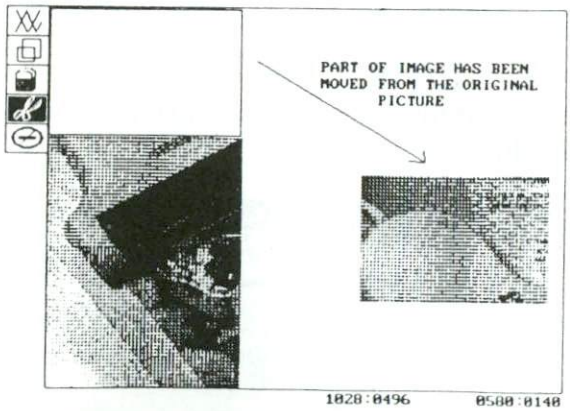
3. Designate the "PREVIEW/FULL PAGE EDIT" icon again to return to the full working area.

4. Move the cursor to the "SCISSORS" icon and press the L/B to activate the "MOVE" function. Move the cursor to the desired image on the screen, the cursor will show as a rubber-band.

5. Expand or contract the rubberband with the R/B if necessary.

6. Press the L/B to cut and move the se-lected image to a new position.

7.Press the L/B again to paste it on the screen. The original area will be erased.



E. QUIT

Move the cursor to this icon and press the left mouse button to quit the full working area and return to the Main Menu.

¤ **NOTE**

"UNDO" function (see Chapter 5.20) can not affect this "PREVIEW/FULL PAGE EDIT" icon. Therefore, please use the edit tools carefully in the full working area to prevent losing important images which are impossible to restore.

5.14 QUIT

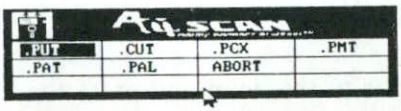
If you decide to quit IMAGE72 and go to DOS, move the cursor to the "QUIT" icon on the Main Menu and press the left mouse button to activate this function.

5.15 RETRIEVE FILE

This function allows you to retrieve images from 9 kinds of file formats in the mono mode and 6 kinds of file formats in the color mode. However, you can handle only one kind of image format at a time.

If you select the "RETRIEVE FILE" icon with the L/B (Left Mouse Button) in the mono mode, a pop-up menu will appear on the screen as follows:

If you choose this icon in the color mode, the screen will pop up a menu as follows:



***.CUT** This format is used by Dr.Halo, Halo DPE, Halo Paint & Graph and Spellbinder.

***.GRX** Compatible with CCITT GIII fax format. You may edit fax messages for/from **A4FAX II, FAXCARD AF-9600**(produced by Promoting Enterprise) in the IMAGE72 with this format.

***.IMG** Used for Impression, Halo DPE, GEM and Ventura Publisher.

***.MSP** This format is used by MS-Windows Paint.

***.PAL** Allows you to retrieve the palette file. One file includes 16 differ-ent colors; for the Color Mode only.

***.PAT** Allows you to retrieve pattern files. One file includes 16 different patterns.

***.PCX** This format is used by PC Pagemaker, Super PageII, GEM, Deskset, LaserScript, Form Easy, The Office Publisher SpellBinder, First Impression, Z-SoftType, Front Page, Harvard Professional, Publisher,Ventura Publisher with Mono or Color Mode.

***.PUT** This format not only can be retrieved and pasted on the screen, but also can be called through a programming language.

***.PMT** Used for Image72. Allows you to read and write images equal to the full working area.

¤ **Note: Before you save *.MSP,*.TIF,*.PCX,*.IMG,*.GRX file formats. Make sure the screen background is white and the image is black. Use the "INVERSE SCREEN" function.**

***.TIF** This format is used for PC Pagemaker, Halo DPE and GEM.

ABORT Allows you to quit the "RETRIEVE FILE" function. Otherwise, you may press the right mouse button to abort retrieving any files.

NOTE

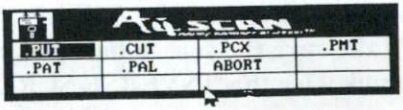
Before selecting the "RETRIEVE FILE", "SAVE FILE","READ TEXT FILE" or"DELETE FILE" icon, make sure of your Current Directory. When you select these icons, IMAGE72 only reads or writes in the current directory or diskette. You may change the directory or diskette with the "CHANGE DIRECTORY" icon (see Chapter 5.19).

1. THE PROCEDURE OF RETRIEVING THE *.PUT, *.CUT, FILE FORMATS

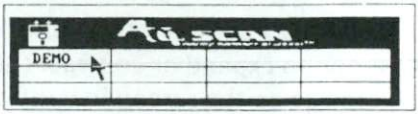
All the file formats introduced in this section can read and write only those images smaller than the image board.

1) Select the "RETRIEVE FILE" icon with the L/B (Left Mouse Button) or R/B . If you are using a mono mode, you will see a pop-up menu as follows:

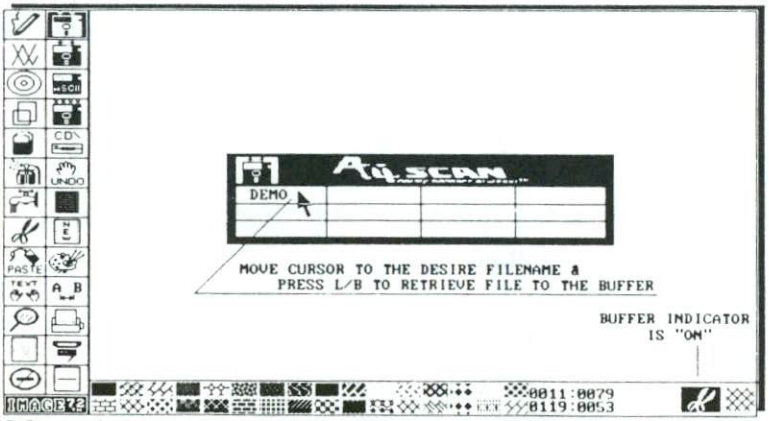
If you are using a color mode, the pop-up menu will be displayed as follows:



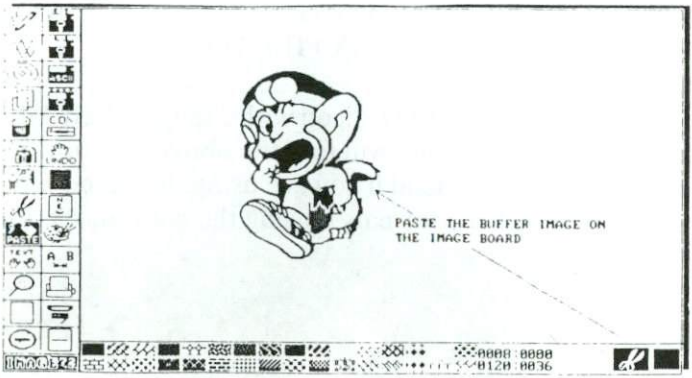
2) Choose one of the above suffix file names with the L/B to access the file names of the selected file format. For example:



3) Designate the desired file with the L/B. You will hear "beeping" sound and a pair of scissors will appear on the "BUFFER INDICATOR".

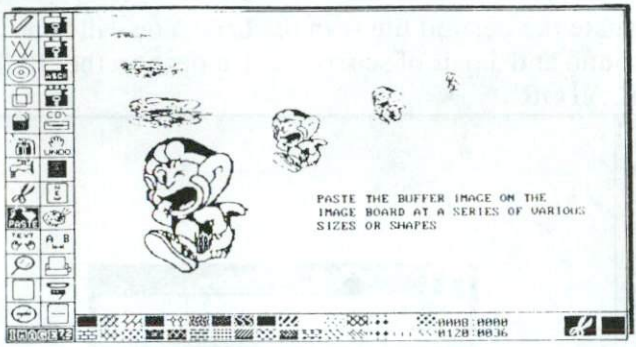


4) Move the cursor to the "PASTE" icon and press the R/B to access the pop-up menu with the 5 paste modes. Select the desired paste mode with the L/B (see Chapter 5.10).

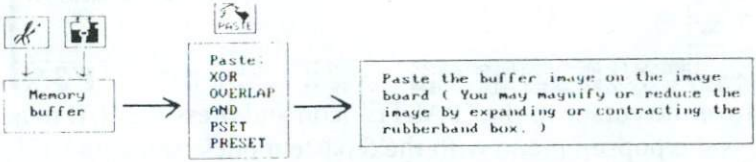


5) Move the cursor to the desired location and press the L/B to paste the image on the screen.

6)Before the image is replaced by another one in the buffer area,IMAGE72 allows you to expand or contract the rubberband and paste the selected image on the screen in a different shape.



Please refer to the following sketches:



2. THE PROCEDURE OF RETRIEVING THE *.MSP *.PCX *.TIF *.IMG *.PMT AND *.GRX FILE FORMATS

1) Select the "RETRIEVE FILE" icon with the L/B (Left Mouse Button) or the R/B, and you will find the above mention file formats on the pop up menu if you are using the mono mode or the*.PCX *.PMT file formats if using the color mode

2) Choose one of the above suffix file names with the L/B to access the file names of the selected file format. For example:

3) While reading the selected image, the screen will display the following pop-up menu.

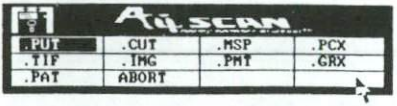
4) When the image has been read, the above pop-up menu will disappear and the screen will display the image on the full working area.

¤ **NOTE**

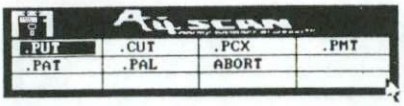
1.When retrieving the above mentioned files,the retrieved file will replace and erase the original edit screen. So if you want the original image, please make sure to save it before retrieving the above file formats.
2. For the procedure of retrieving *.PAT and *.PAL file formats, please refer to Chapter 5.23 Hatch Style/Palette.

5.16 SAVE FILE

This icon allows you to save images in 9 kinds of file formats in the mono mode and 6 kinds of file formats in the color mode If you select the "SAVE FILE" icon with the L/B (Left Mouse Button) in the mono mode, you will see the following file formats:



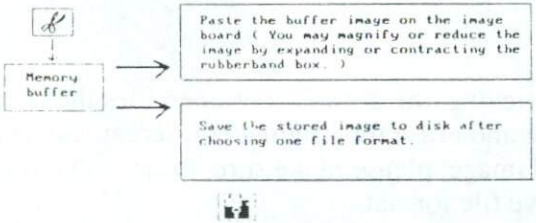
If you choose this icon in the color mode, the file formats will show as following:



1. THE PROCEDURE OF SAVING THE *.PUT, *.CUT FILE FORMATS

All the file formats introduced in this chapter can save only images smaller than the image board.

1) Use the "SCISSORS" icon to store the desired image into the memory buffer (see Chapter 5.9 Section 1). Please refer to the following sketches.


Memory buffer
Paste the buffer image on the image board (You may magnify or reduce the image by expanding or contracting the rubberband box.)
Save the stored image to disk after choosing one file format.

2) Choose the "SAVE FILE" icon with the L/B (Left Mouse Button) or R/B. You will find the *.PUT, *.CUT file formats if you are using the mono mode or the color mode.

3) Choose the desired file format with the L/B, the screen will pop up a menu as following:

4) If you want to save your file into the current drive, just type the file name; if you plan to save it into a different drive, you have to type the desired drive and the file name as in the example below:

¤ **NOTE:**

It is not necessary to type the extended file name.

5) Press <Enter> and the screen will show:

6) When the saving process is finished, the pop-up menu will disappear and return to the Main Menu.

7) If the entered file name already exists, the screen will pop-up the following menu:

8) Press <Enter> to replace the old file or press on the keyboard to abort the command and return to the statesit was in before you selected the icon.

¤ **NOTE:**

If you select the wrong disk or the diskette/hard disk is full, the following message will appear:

2. THE PROCEDURE OF SAVING THE *.MSP *.PCX *.TIF *.IMG ,*.PMT AND *.GRX FILE FORMATS

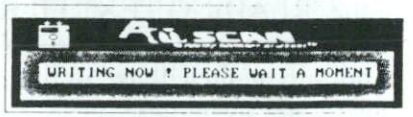
IMAGE72 allows you to save the full screen image into the above mention file formats in the mono mode or *.PMT file formats in the color mode. But the *.PCX save 640x480 only in the color mode.

1) Designate the "SAVE FILE" icon to access its file formats pop-up menu.

2) If you choose one of the above file formats with the L/B, you will see the following pop-up menu.

3) If you intend to save the image into the current drive, just type the file name; but if you want to save it into a different drive, you have to type the desired drive and the file name as the example below:

4) Press <Enter> and the screen will show:



5) When the saving process is completed, the pop-up menu will disappear and you will return to the Main Menu.

¤ **NOTE**

Before you save *.MSP, *.TIF, *.PCX, *.IMG, *.GRX. file formats. Make sure the screen background is white and the image is black. Otherwise the mentioned files can not load into Publishing software. Use the "INVERSE SCRREN " function.

5.17 READING TEXT FILE

With this function, you may retrieve any standard ASCII code file onto the screen for editing or adding images. Please notice that those text files must have the extension file name ".TXT".

1. Scan and convert your text into the computer readable files with the Optical Character Recognition (OCR) software. The converted text will be saved as a .TXT file.

2. Edit the converted file with word processing software (e.g.WordStar, Microsoft Word, WordPerfect, etc).

3. If you want to add images on the edited file, copy this file into the IMAGE72 software and start the IMAGE72 main program.

4. Draw or scan the desired image first. Please make sure to store and save the image before retrieving the text file.

5. Move the cursor to the "READING TEXT FILE" icon and press the left or right mouse button to access its file name pop-up menu. This pop-up menu will list all the .TXT files in the IMAGE72 software. For example:

6. Select the desired file name with the left mouse button and the screen will pop-up the following menu:

7. After the retrieving process is completed, the above pop-up menu will disappear and the screen will display the text file automatically.

8. Retrieve the image file you want and paste it on the desired position of the text. You may use the IMAGE72 edit tools to assist you.

¤ **NOTE**

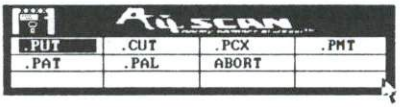
A4TECH Co., Ltd. has developed a very high performance Optical Character Recognition software - AIOCR software. Please contact your dealer for more information.

5.18 DELETE FILE

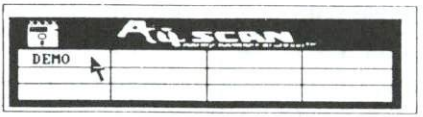
You can delete any image files with this icon.

1. Choose this icon with the left or right mouse button, the screen will pop up a menu as following if you are using the mono mode:

If you are using a color mode, the pop-up menu will show as follows:



2. Select the desired file format with the L/B (Left Mouse Button), and the screen will display its files as a pop-up menu. For example:



3. Move the cursor to the file you want to cancel and press the L/B, the file will be deleted right away.

5.19 CHANGE DIRECTORY

It is easy to change from your working directory to a different directory with this icon.

1. Move the cursor to the icon and press the L/B (Left Mouse Button) to access the following pop-up menu:

2 Choose the desired drive with the L/B. If your working directory is in "C:\IMAGE72" and you select "DRIVE C", the screen will pop up a menu showing the subdirectories of "IMAGE72". If there is no subdirectory under "IMAGE72", the pop-up menu will show as follows:

¤ **NOTE**

> "." refers to the working directory.
> ".." refers to the parent directory.

3. Select ".." to change your directory to the parent directory or select "." to remain in your working directory. For example, if you choose "..", all the subdirectories in the parent directory will be displayed as a pop-up menu.

4. Choose the sub-directory which contains the desired image files. If the selected disk has no sub-directories, the pop-up menu will show as follows:

5. Press the L/B to abort the menu, but you can still save, delete or retrieve files in this disk.

5.20 UNDO

If you are editing the image with one of the following edit tools and find that you have made a mistake in choice or action, just select the "UNDO" icon and the screen will return to the state it was in before you chose that function.

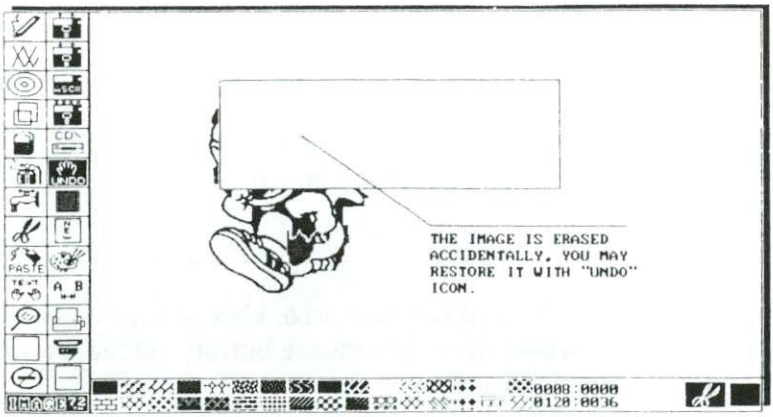
**PENCIL, LINES, CIRCLE, RECTANGLE, ERASER, AIRSPRAY, AREA FILL, SCISSORS, or TEXT icon.

¤ **NOTE**

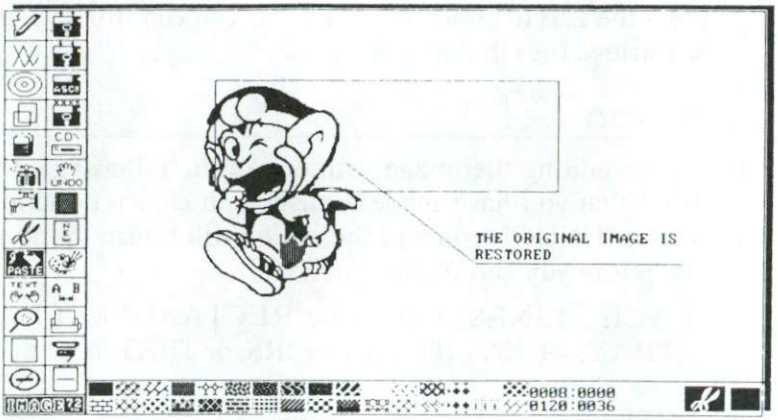
"UNDO" icon won't affect the edit tools of the "PREVIEW/FULL PAGE EDIT" icon in the mono mode.

For example:

1. Suppose you have selected the "ERASER" icon and erased an unwanted part of the image.



2. Move your cursor to the "UNDO" icon right away and press the left mouse button to activate this function. The screen will return to the stateit was in before you selected the "ERASER" icon.



5.21 INVERSE SCREEN

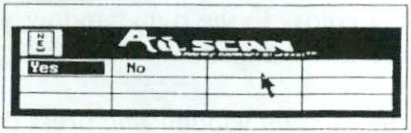
This allows you to inverse the screen color to white. The default screen color is black and the default inverse color is white. If you are using the color mode, IMAGE72 allows you to change the default color with the "HATCH STYLE/PALETTE" icon.

1. Select the icon with the left mouse button and the screen color will change to the inverse color.

2. Choose this icon again with the left mouse button and the screen will return to the default screen color.

5.22 CLEAR SCREEN

If you want to clear the full working area, choose the "CLEAR SCREEN" icon with the left or right mouse button and the screen will show a pop-up menu as follows:



Select the affirmative answer to activate the function or the negative answer if you have changed your mind.

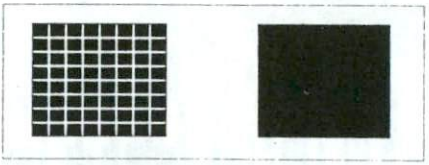
5.23 HATCH STYLE/PALETTE

1. MONO MODE

You may design and change the current 32 kinds of patterns with this icon.

1) Move the cursor to the "Pattern & Palette" area and designate the pattern you intend to change with the left or right mouse button. The "Pattern Style" area on the right lower part of the menu will show the current pattern.

2) If you choose the "HATCH STYLE/PALETTE" icon with the left or right mouse button, the screen will display two windows as following:



3) A pattern is made of a square of 16 points by 16 points. What you see in the left window is magnified eight times. The window on the right is the original pattern.

4) Move the cursor to the magnified pattern. Press the L/B (Left Mouse Button) to paint with the white color or the R/B to

paint with the black color. In the right window, you may observe how the pattern is changed.

5) Move the cursor to the right window and press the L/B to quit and return to the Main Menu. You will see that the current pattern on the "Pattern Style" area has been changed.

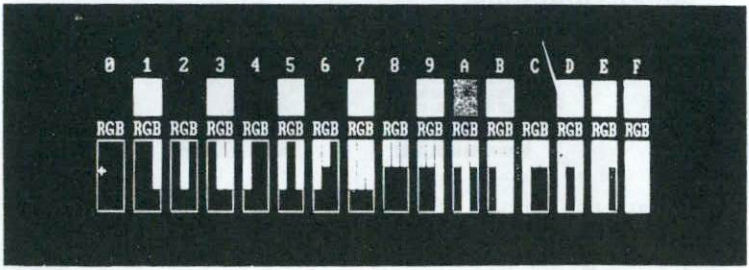
2. EGA COLOR MODE

You may design and change the current 16 kinds of patterns and 16 colors on the "Pattern & Palette" area.

1) Designate the pattern you intend to change with the left or right mouse button on the "Pattern & Palette" area.

2) Select the "HATCH STYLE/PALETTE" icon with the L/B (Left Mouse Button) to design the current pattern (for the procedure, please refer to Section 1), or select with the R/B to change the current colors.

3) When you choose this icon with the R/B, the screen will show a palette board as follows:



4) Move the cursor to the desired color and press the L/B one or more times on the "R", "G" or "B" strip. You will see the color edited. When your desired color appears, press the R/B to quit the palette function.

3. VGA COLOR MODE

You can also change and design the current patterns and colors with this icon. But the procedure of changing colors is a little different with the EGA Color mode.

1) After you have activated the palette board, move the cursor to the desired color and press the L/B on a "R", "G" or "B" strip. The strip will be fixed and you will see the colors changing while you are moving the mouse up or down.

2) When your desired color appears, press the L/B again to access.

3) Repeat Steps 1-2 to change the other colors on the palette board.

4) Press the R/B to quit and return to the Main Menu. You will find the colors on the "Pattern & Palette" area have been changed already.

¤ **NOTE**

If you don't save the changed patterns or colors with the *.PAT or *.PAL file format, they will disappear when you quit the IMAGE72.

4. THE PROCEDURE OF SAVING AND LOADING THE *.PAT & *.PAL FILE FORMATS

IMAGE72 allows you to save the hatch patterns with the *.PAT file format and save the colors with the *.PAL file format.

If you are using the mono mode, you can save 32 kinds of hatch patternson the "Pattern & Palette" area with the *.PAT file format of the "SAVE FILE" icon (see Chapter 5.16).

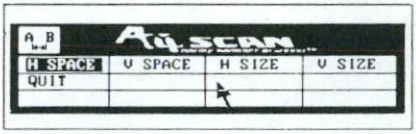
If you are using the color mode, you can save 16 kinds of hatch patterns with the *.PAT file format and 16 colors with the *.PAL file format (see Chapter 5.16).

For the procedure of loading the Pattern or Palette, please refer to the Chapter 5.15 "RETRIEVE FILE".

5.24 TEXT FONT SIZE

Before typing any text with the "TEXT" icon, you may adjust the text size and spacing with this icon.

1. Select the "TEXT FONT SIZE" icon with the left or right mouse button to access the following pop-up menu.



H SPACE:sets the vertical space between the characters.
V SPACE:sets the horizontal space between the characters.
H SIZE :sets the horizontal size of characters.
V SIZE :sets the vertical size of characters.

2. If you choose one of the functions, another pop-up menu will be displayed as follows:

The small point means the space or magnification . The default space and magnification is▪▪ which is the smallest space or magnification for text.

3. To change the setting, designate the desired space or magnification with the left mouse button.

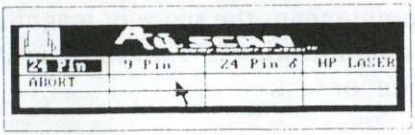
4. When you have finished the setting, choose the "QUIT" function to return to the Main Menu.

After setting the "TEXT FONT SIZE", you may select the "TEXT" icon to type any text you desire on the screen (see Chapter 5.11) and use the edit tools of the "SCISSORS" icon to change the character style (see Chapter 5.9).

5.25 PRINTER

This icon allows you to select a printer and print your image on the screen.

1. Choose the "PRINTER" icon with the left or right mouse button. If you are using the mono mode, the supported printers will pop up as follows:



If you are using the color mode, the pop-up menu will appear as follows:

2. If your printer is a dot matrix compatible printer with "EPSON", you can select the COLOR24 (24 PIN), MONO24 (24 PIN), 24 PIN or MONO9 (9 PIN) for printing. If your printer is an HP LASER printer, you may choose the "HP LASER" both in the mono mode and the color mode. If you have an HP PAINTJET printer, you can designate the "HP PAINT" in the color mode.

3. IMAGE72 will activate the printer driver according to the printer you set.

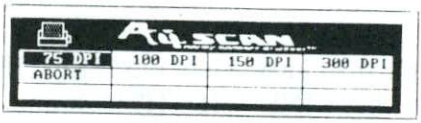
   A. 24 PIN: the system will show the full screen and a rectangle which is equal to an A4 size. You may move the rectangle to select the desired area with the L/B and print it as an A4 size.

   B. 9 PIN: follow the same procedure as the "24 PIN".

   C. 24 PIN δ : this system allows you to print the full screen image A4 size with 1728*1300 pixels. The printed image will turn from Vertical to Horizontal. Select this function with the L/B and it will activate the printer directly.

D. HP LASER: in the mono mode, you can select 150 DPI and 300 DPI for your image.

In the EGA mode, you can select 75/100/150/300 DPI for your image.



E. HP PAINT: in the color mode, you can select "HP PAINT" to print the color image with the HP PAINT JET.

4. If your printer is not connected, not compatible with an EPSON IBM graphic printer or the power is off, IMAGE72 will show the following pop-up menu:

5.26 A4SCAN

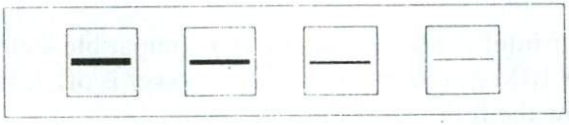
This icon allows you to scan and merge the desired image into an A4 size in the color mode and larger than an A4 size in the mono mode with an A4SCAN hand-held scanner.

For the scanning and merging procedure, please refer to Chapter 8.

If your hand-held scanner unit isn't attached to the A4SCAN interface card, the screen will pop up the following menu when you choose this icon:

5.27 LINE WIDTH

If you want to change the line width of the "PENCIL" & "LINES", move the cursor to the "LINE WIDTH" icon and press the left mouse button one or more times as following:



6.IMAGE72 UTILITY - A4GRAB

6.1 WHAT CAN A4GRAB DO FOR YOU?

A4GRAB is a very useful utility. It enables you to grab any image or the whole screen of any graphics software in the mono mode. In the color mode, it only allows you to grab images smaller than the screen.

A4GRAB will grab the images you want and store them as ".PUT" files .After grabbing the desired images, you may edit them with the IMAGE72 graphics software by retrieving the files from the *.PUT file formats.

All pictures in this manual are grabbed with the A4GRAB utility and edited with our IMAGE72 graphics software.

6.2 STARTING A4GRAB

1. In the IMAGE72 directory, type A4GRAB as follows:

```
C:\IMAGE72 > A4GRAB <Enter>
The screen will show:
C:\IMAGE72 >
```

2. Now you have loaded the A4GRAB into the memory. Type the IMAGE72 main program to activate and grab the images of the IMAGE72 or change the directory to the desired "graphics mode" software to grab any images you need.

¤ **NOTE**

If you reload the A4GRAB in the DOS prompt, the screen will show "A4grab. com has been resided!" to remind you.

6.3 HOW TO GRAB AN IMAGE OR THE WHOLE SCREEN

Suppose you intend to grab an image on the IMAGE72, you may follow the procedure below:

1. Press the 2 <SHIFT> keys on your keyboard at the same time to stop the current operations and start the "A4GRAB" process.

2. If you want to grab the whole screen in the mono mode, just type W on your keyboard and the whole screen will be grabbed and stored into the memory buffer.

If you plan to save the grabbed image in the A, B or C drive, type A, or to save it into the designated driver as a ".PUT" file. Then press **<CTRL-Q>** to stop the A4GRAB utility and return to the program on the screen.

¤ **NOTE**

The default file name for the first .PUT file will be "CUTA0.PUT". A4GRAB will save the grabbed image from CUTA0 - CUTZ9 (260 files) automatically if your computer's memory allows. Please notice that if you reset your computer and load the A4GRAB again, your grabbed image will be saved from the CUTA0 again and replace the original one.

3. If you intend to grab a part of the image on the screen, you may use the "Numeric Keypad" to move the rectangle to the position of the desired image as in the following example.

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